hexenshow episode 32 glitch sister set, aspect ratio 16:9. 30 minutes

cold open

Scene 1: done
setting, a mountainous desert with blowing winds. ambient synths play.
Sounds of an airship blow by.

Scene 2: -no
on the screen shows [REPLAY]
We follow the airship

Scene 2: done
the camera follows the airship (pov, forward; with mech ui)

Scene 3: done
We now fast zoom into the sky forward, slightly up. Following the ship from first person pov and ground level.

Scene 4: half done needs ui
setting, first person view in a mech ui, flying in the atmosphere.

intercom: "all systems go. mission for galactic implodion is set"
rider: "Okay, you sure this is a good idea?"
intercom: "total fucking guess here, no clue."

over the non-ui parts of the screen in big bold red letters "3.2.1"

Scene 5: done
Shots of nature

Scene 6:
Wide shot, the vacuum of space, with a tiny grey dot moving away from it.

Scene 7: done
blur noise forward in a cone effect to create a space travel effect.
the white turns to pure noise.

Scene 8: done
then a black circle comes from the middle enveloping the screen

TITLE

Scene 8: done
The screen reads “HEXENshow”.
The text is black with white highlights

[video edit is currently here - thursday morning]

Scene 2: -no
on the screen shows [REPLAY]
We follow the airship

Scene 3: -no
go back to a wide desert shot

Scene 8 -no
a spinning circle in the middle of the screen, it reads "HEXENshow"

Scene 9: -no
zoom out into the vacuum of space, with a tiny grey dot moving away from it.

Scene 9: -no, moved to scene 6
Wide shot of the space between the planet and a grey dot in a light noisy darkness.
The planet turns green, “HEXENshow” rolls by it’s surface

Scene 10: -no
the green planet starts to turn red from the inside out, nearing yellow, then white hot.
when it goes white hot, then spread out the color to the rest of the screen.

Scene 11: -no, moved to scene 8
The screen reads “HEXENshow”.
The text is black with white glossy highlights

Scene 12: -no
zoom out into the vacuum of space, with a tiny grey dot moving away from it.

Scene 13: -no
Wide shot of the space between the planet and a grey dot in a light noisy darkness.
The planet turns green, “HEXENshow” rolls by it’s surface

Scene 18: -no
zoomed out to show the the spindle and rider's dot sized ship to scale

Scene 21: -no
back to the zoom out of the spindle planet moving forward.
it reaches the dot slowly but surely.
a small white blip goes off.

Scene 9:
the green planet starts to turn red from the inside out, meddling to the horizontal line like a supernova.

Scene 10:
a swirl of green comes from the darkness.

Scene 11:
The green swirl slowly zooms in and reforms as the planet.

Scene 12
Wide shot of the space between the planet and a grey dot in a light noisy darkness.

Scene 13:
Cut to HEXENshow now having a gold outline, the gold color washes over the original white.

Scene 14: done
Cut back to the wide shot creating a palette of the spinning world.
then shift to a 55* angle, tilting it upwards from the bottom & to the right, until it's at a level angle with the horizon.
the pallet now becomes a multi-layered spindle.

Scene 15:
pov inside of the mech

rider: "this shouldn't be happening.
I thought when you said it wouldn't work there would be nothing!"

intercom: static noise

rider: "hello?!?"

Scene 16:
Wide shot of the spindle planet and rider’s ship in scale.

Scene 17:
pause the scene, then point to Rider's ship with "rider."

Scene 18:
the spindle starts moving forward.

Scene 19:
pov mech, Rider:"no, no, no, no. planets aren't supposed to move like that.
i need to back up or I am fucked."

Scene 21:
Cut back to the galactic scale, the spindle planet in space.
It starts to move to the right until it covers the whole screen.
Cut to a sliding shot of its edges.

Scene 22:
the spindle planet aligns itself on the horizon again, going back to a single planet shape.

Scene 24:
adding, below to the text of "HEXENshow" is 'Weekly', slide it in from the left.

fade to ROLL CALL